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Java300 Nested Top-Level Classes and Interfaces
You might wonder why a tutorial lesson that purports to cover the Java2D Graphics API is really a tutorial on Inner Classes. This is the first in a series of tutorials on the Java2D Graphics API. That API makes some rather interesting uses of Nested Top-Level Classes. Therefore, I decided to get that behind us at the outset, and then it won't be necessary for me to continue explaining it as we get into the meat of the Java2D Graphics API.

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Preface

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Java302 The Point2D Class
The concept of a point is central to most graphics models. A point is a specification of a particular location in space. It has neither height, nor width, nor depth. Therefore, it cannot be rendered on your computer screen, although it might be possible to render a pixel on your screen that occupies a space generally specified by the point.

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Java304 The Graphics2D Class
The Graphics2D class, which was released with JDK 1.2, extends the Graphics class to provide more sophisticated control over geometry, coordinate transformations, color management, and text layout. Beginning with JDK 1.2, this is the fundamental class for rendering two-dimensional shapes, text and images.

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Java306 Simple Affine Transforms
An AffineTransform object is contained in a Graphics2D object as part of its state. This AffineTransform object defines how to convert coordinates from user space to device-dependent coordinates in Device Space.

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Java308 The Shape Interface, Part 1
This lesson and the next are intended to give you an understanding of the Shape interface.

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Java310 The Shape Interface, Part 2
This and the previous lesson are intended to give you an understanding of the Shape interface and the PathIterator class.

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Java312 Solid Color Fill
This lesson explains the setPaint() method and the fill() methd of the Graphics2D class.

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Java314 Gradient Color Fill
This lesson will show you how to fill a Shape with a color gradient, both cyclic and acyclic.

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Java316 Texture Fill
This lesson will show you how to fill a Shape with a tiled version of an image, otherwise known as a texture.

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Java318 The Stroke Interface
This lesson will show you how to use setStroke() to control how a Graphics2D object renders strokes.

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Java320 The Composite Interface and Transparency
This lesson and the next lesson are designed to give you an understanding of the Composite interface, with particular emphasis on transparency.

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Java322 The Composite Interface, GradientPaint, and Transparency
This lesson is designed to give you an understanding of the combination of color gradients and the Composite interface.

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Java324 The Color Constructors and Transparency
There are at least two different ways to achieve transparency in Java 2D. One approach is to use new constructors for the Color class that allow you to create solid colors with a specified degree of transparency. I will discuss that approach in this lesson.

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